1

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp2

{

class Program

{

static void Main(string[] args)

{

double x = 1.573;

double a = 1.775;

double y1 = Math.Pow((a+x),3)\* Math.Log((a+x)/2) / Math.Pow(1 + (Math.Pow(a + Math.Pow(x, 3), 2)) / 4, (1/3));

double y2 = (2 \* Math.Pow(x, 3)) + ((2 \* Math.Pow(a, 4)) / Math.Pow(1 + Math.Pow(x, 3), 1 / 3)) \* Math.Exp(-((Math.Pow(a, 2) + 1) / 2));

double y3 = Math.Pow(((1 + Math.Pow(Math.Tan((x + 1) / 4), 2)) / (1 + ((Math.Pow(a, 3) + 1) / 4))), 1/4) \* Math.Exp(-((x + 1) / 4));

double y4 = (Math.Exp(5 \* Math.Pow(x, 2) / 2) + Math.Exp(1 + ((Math.Pow(a, 3) + 1) / 4))) / (1 + Math.Pow(x, 2) / 2 + Math.Pow(Math.Pow(a, 3) / 2, 2));

Console.WriteLine(y1);

Console.WriteLine(y2);

Console.WriteLine(y3);

Console.WriteLine(y4);

Console.ReadKey();

}

}

}